

Fig. 1

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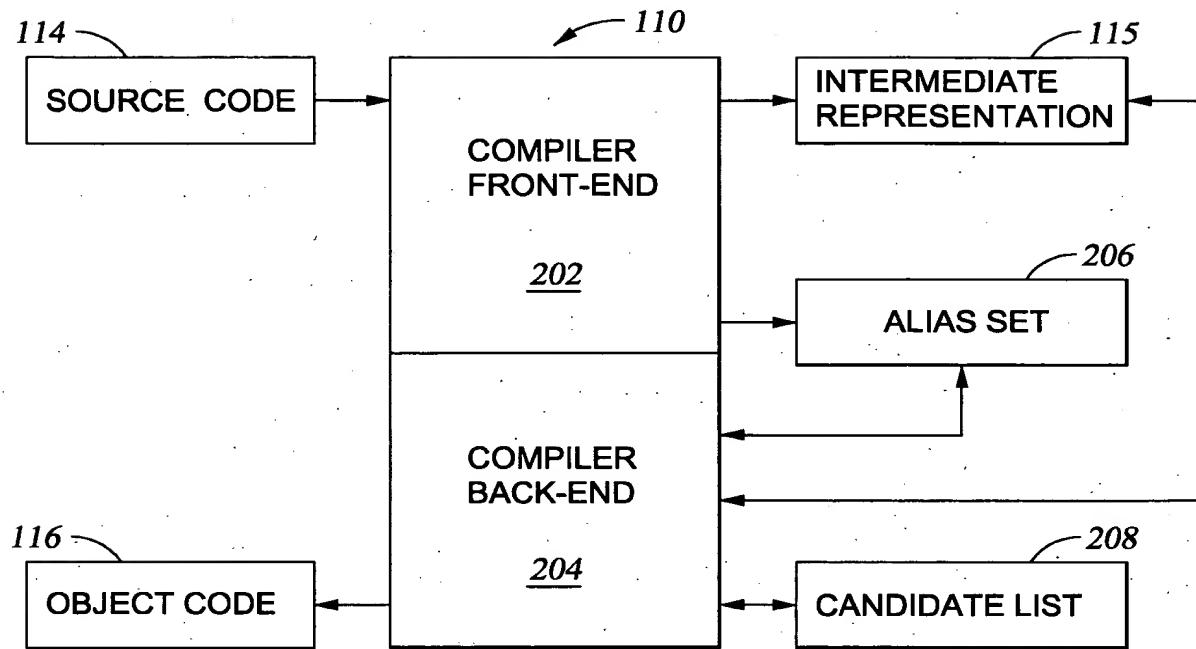


Fig. 2

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```

int* intPtr;
int proc1 ();

inline void proc2 (int* i) {
    (*i)++;
}
int proc3 () {
    int a;
    a= proc1 ();
    proc2 (&a);
    *intPtr = 1;
    return (a);
}
    
```

Annotations S3, S1, S2, S4, and S5 point to the lines **(*i)++;**, **a= proc1 ();**, **proc2 (&a);**, ***intPtr = 1;**, and **return (a);** respectively.

Fig. 3

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a //Store return value into 'a'
@S2 proc2(a);
LDA a //Load address of 'a'
STR i //Store address of 'a' into inline parameter "i"
@S3 (*i)++;
LOD i //Load 'i'
IND int* //Load integer value pointed to by 'i' (indirect load of 'a')
INC 1 //Increment value
LOD i //Load 'i'
STO int* //Store increment integer value at location pointer to by "i"
          // (indirect store to 'a')
@S4 *intPtr = 1;
LOD 1 //Load value 1
LOD intPtr //Load 'intPtr'
STO int* //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a //Load 'a'
RET //Return
```

Fig. 4

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a //Store return value into 'a'
@S3 (*i)++;
LOD a //Load 'a'
INC 1 //Increment value
STR a //Store incremented value into 'a'
@S4 *intPtr = 1;
LOD 1 //Load value 1
LOD intPtr //Load 'intPtr'
STO int* //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a //Load 'a'
RET //Return
```

Fig. 6

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Fig. 5

